MINI

ADVENTURE COMICS

35p

ALIEN SPACEHULK

GALACTIC COMMAND

FIRST MISSION

ISSUE 2

ATTENTION! ATTENTION! ATTENTION!

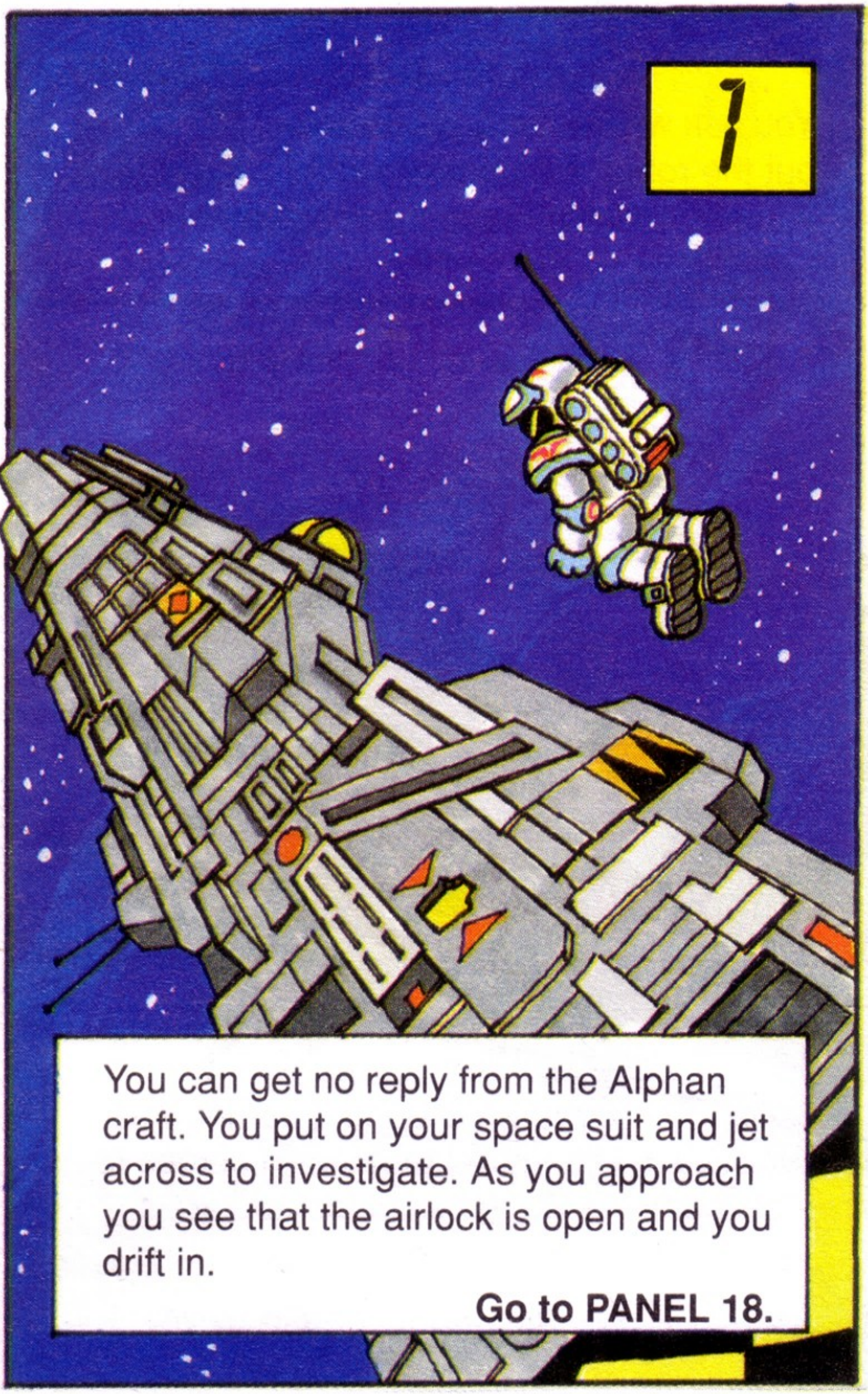
This is not a normal comic. Read each numbered panel only when told to do so. Each panel gives you a choice of what to do next. Make your choice and turn to that numbered panel, WITHOUT READING ANY OTHERS. Then carry the adventure on from there.

You are cruising through space in your scout ship when an emergency code transmission flashes onto your viewer. "Mission Control calling. Proceed at once to the Orion sector. An Alphan research vessel has sent a distress call and now cannot be contacted.

The Alphan ship was collecting alien creatures and plants from all over he galaxy. On planet XZ79 they discovered a crystal which absorbs pollution, and could save the world. This crystal must be found at all costs!"

You set course and, travelling at plus-light speed, you are soon alongside the seemingly deserted research ship

Now go to PANEL 1.



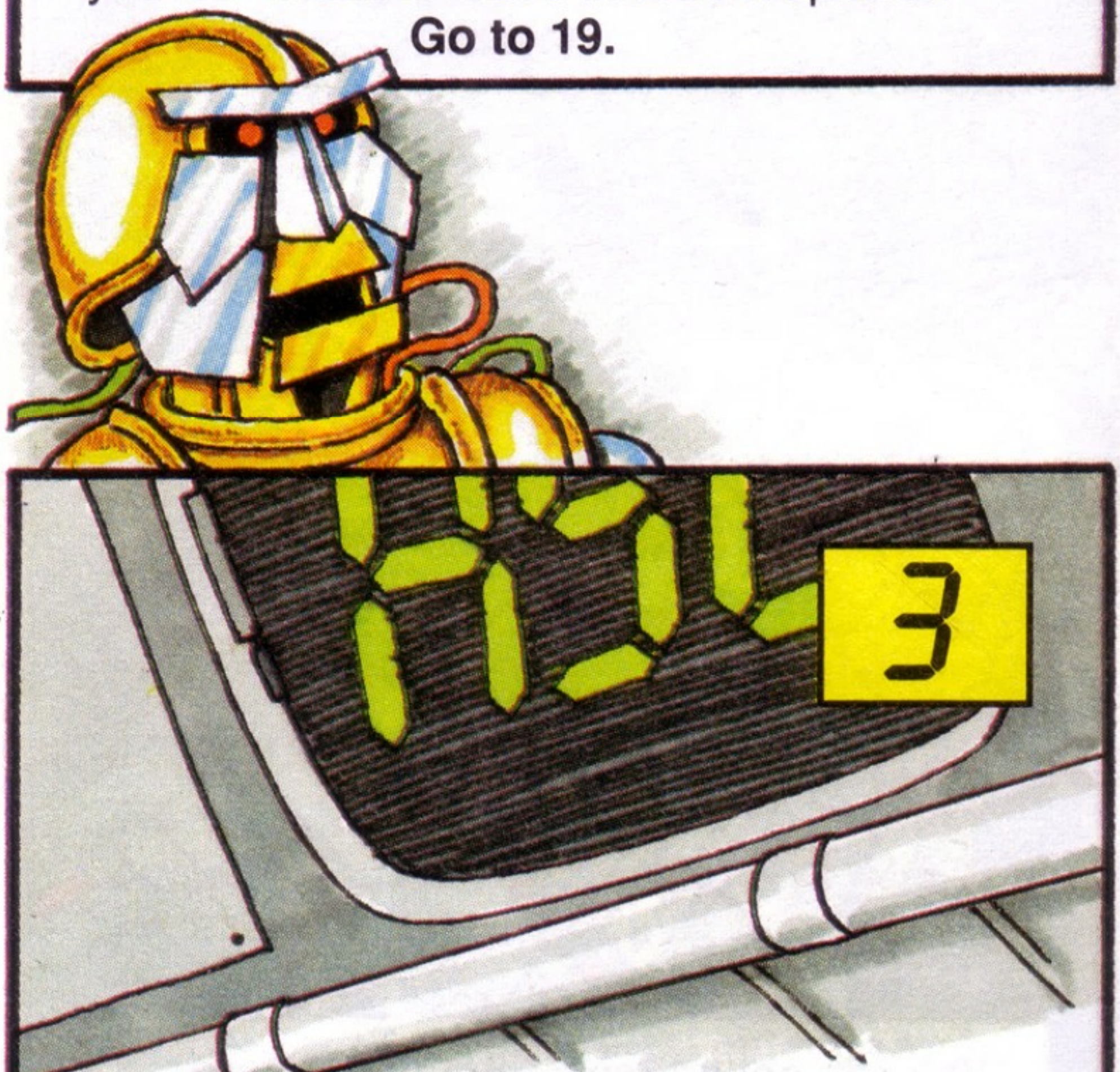
You can get no reply from the Alphan craft. You put on your space suit and jet across to investigate. As you approach you see that the airlock is open and you drift in.

Go to PANEL 18.

You ask where the crystals are, but the robot does not know. As you are about to leave the robot speaks.

Go to 19.

2



3

You walk along a corridor. As you pass a computer terminal, it comes to life."I am A.S.C., the ships computer," it says. "Can I help you?"

Go to 24.

4

You fire the stun gun and the alien falls to the ground. Quickly you jump back into the lift and press the other button. The lift shoots up. When the doors open again you find you are in the control room.

Go to 20.

5

There are two buttons on the wall.

If you press the red button, go to 22.
If you press the green button, go to 14.

6

You can see nothing, but there is a strong smell of cabbage.

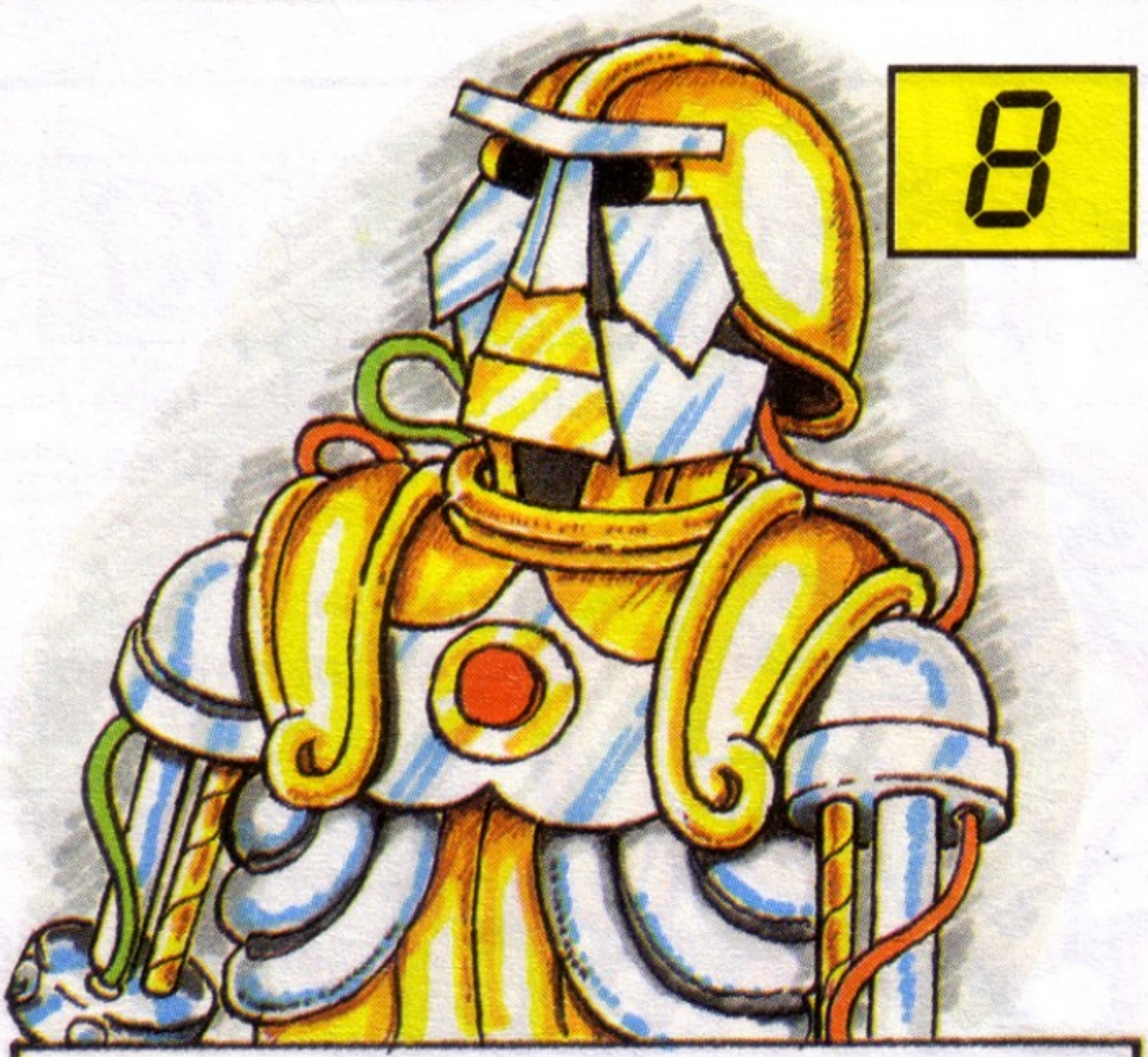
If you enter the room, go to 13.
If you leave and continue along the corridor, go to 28.

7

You enter the research department. There are two empty cages.

If you look around, go to 29.
If you check the cages, go to 17.

8



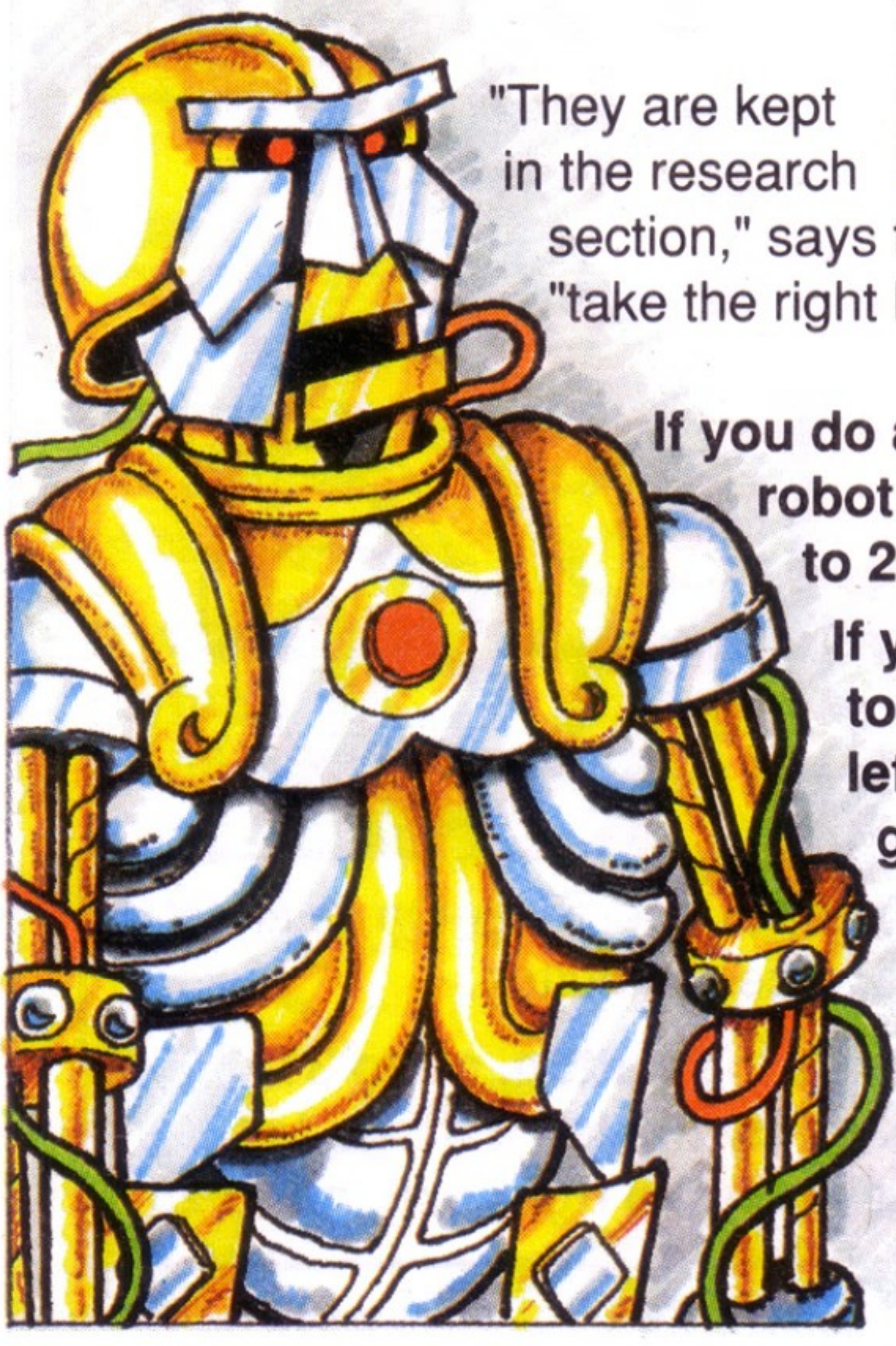
The robot is not operating. On its chest there is a large red button.

If you press the button, go to 31.
If you leave by the left exit, go to 3.
If you leave by the right exit, go to 25.

9

You say you have come for the anti pollution crystals."They are aft in the engine room." The computer says.

Go to 25.

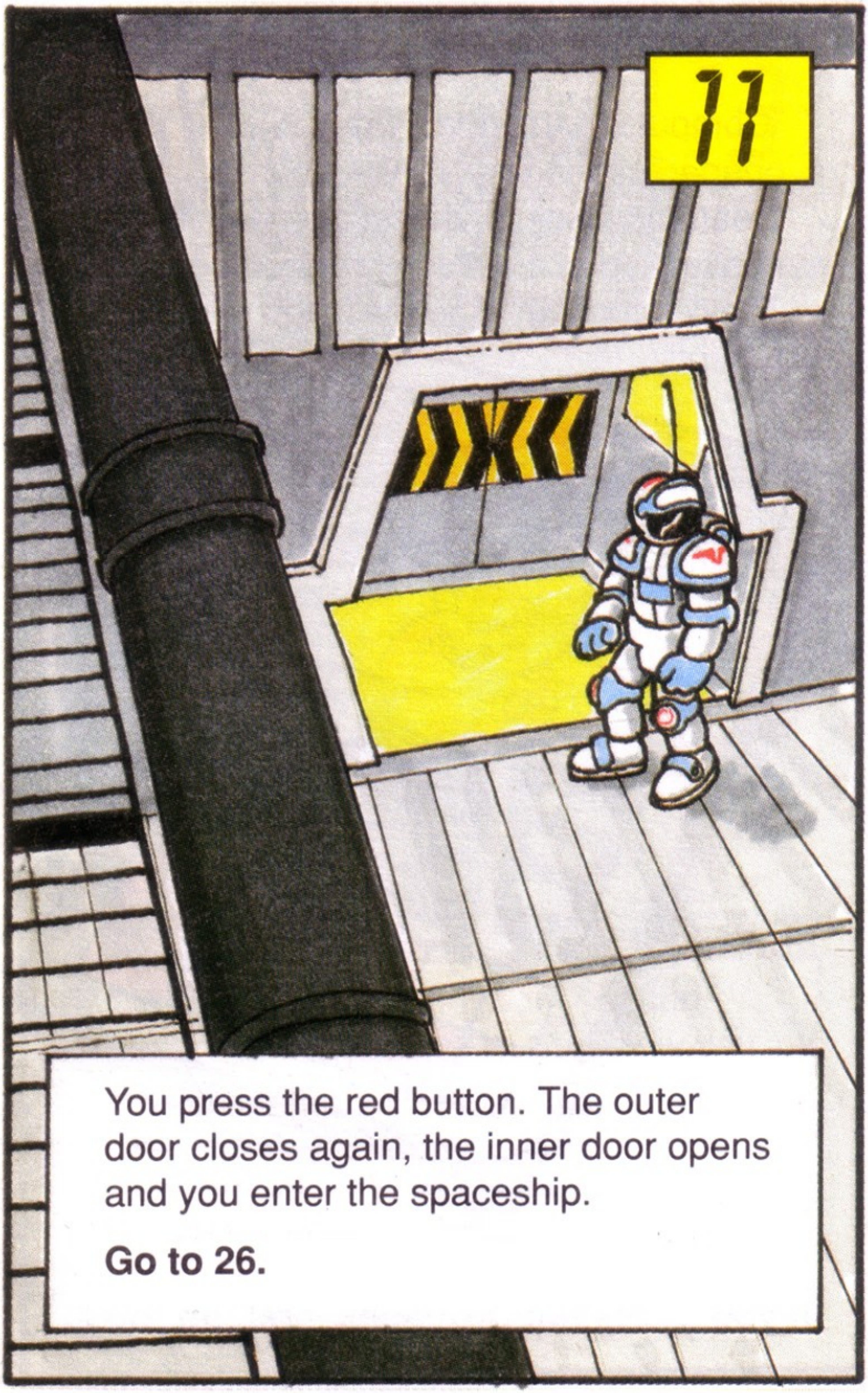


10

"They are kept in the research section," says the robot, "take the right hand exit."

If you do as the robot says, go to 25.

If you decide to take the left hand exit, go to 3.

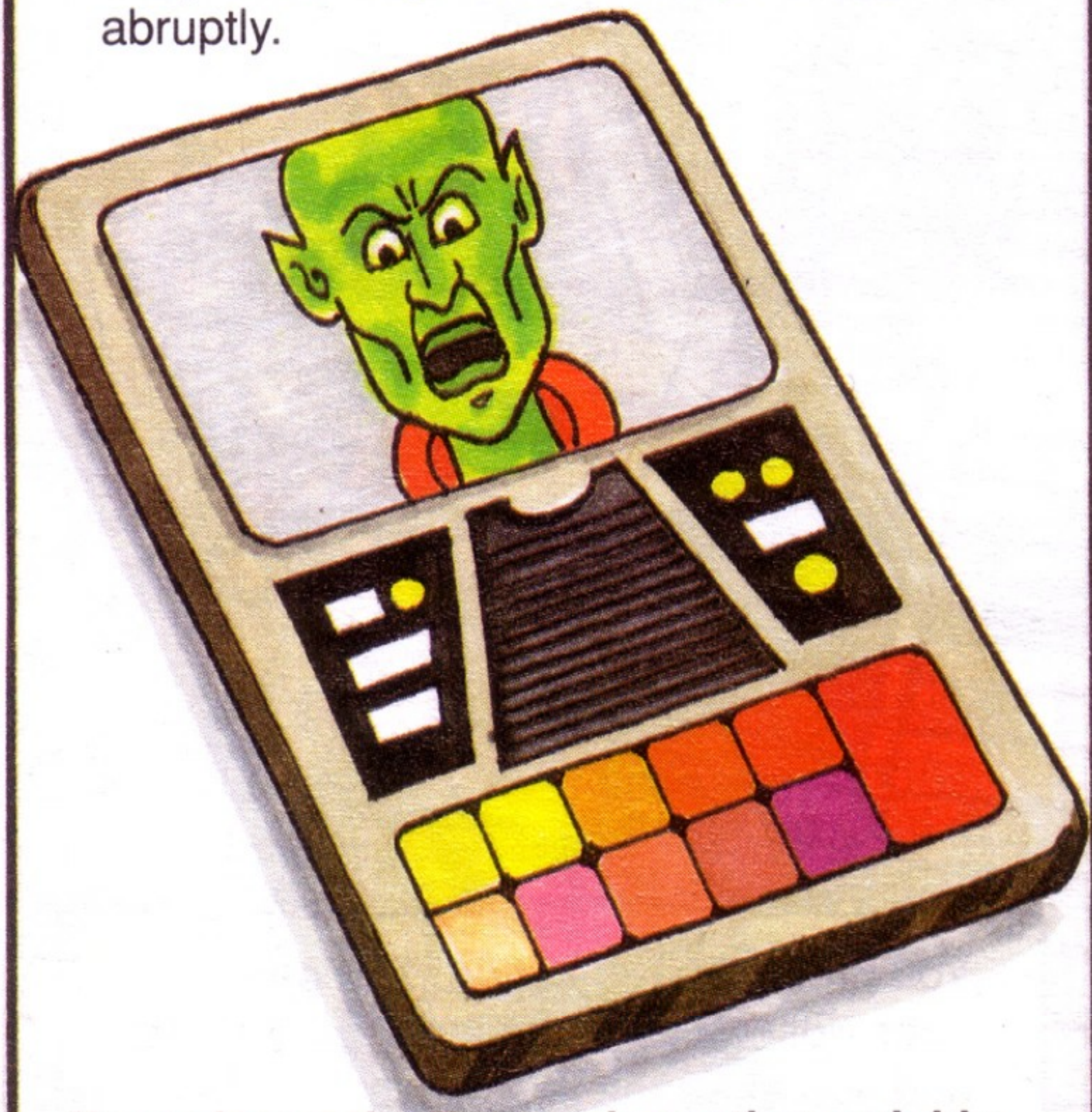


You press the red button. The outer door closes again, the inner door opens and you enter the spaceship.

Go to 26.

12

"Computer damaged. Has opened cages and let alien creatures loose. I am last of crew alive. I have hidden crystals in control room..... They're coming!" The message ends abruptly.



If you leave the research section quickly, go to 23.
If you check out the cages first, go to 17.

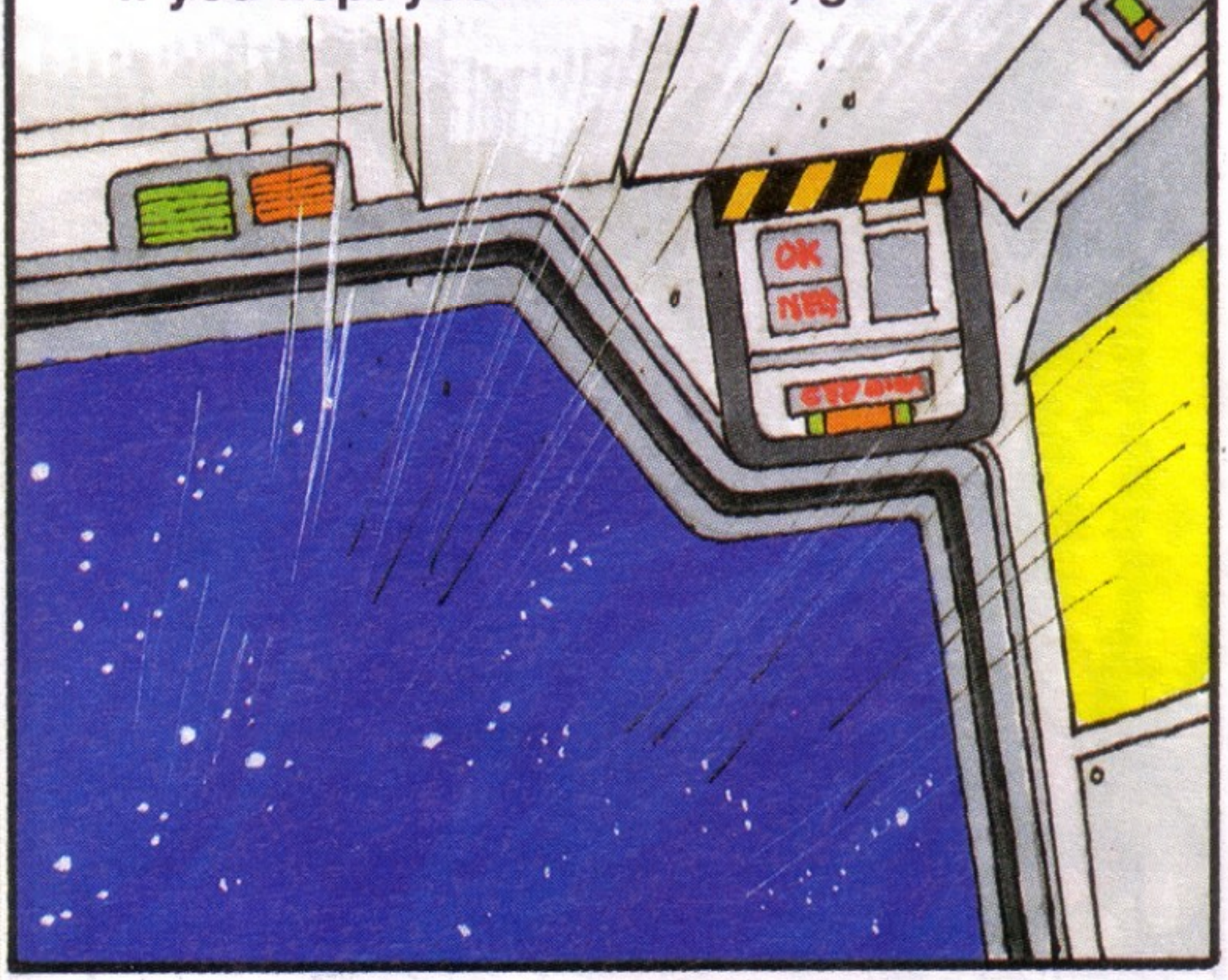
You look around the room but can find nothing of interest. Suddenly you are grabbed from behind by invisible tentacles! You are in the clutches of the Arcturean killer plant!

THE END

14

The outer airlock door opens and all the air rushes out into space. If you took off your helmet your adventure ends here!

If you kept your helmet on, go to 11.



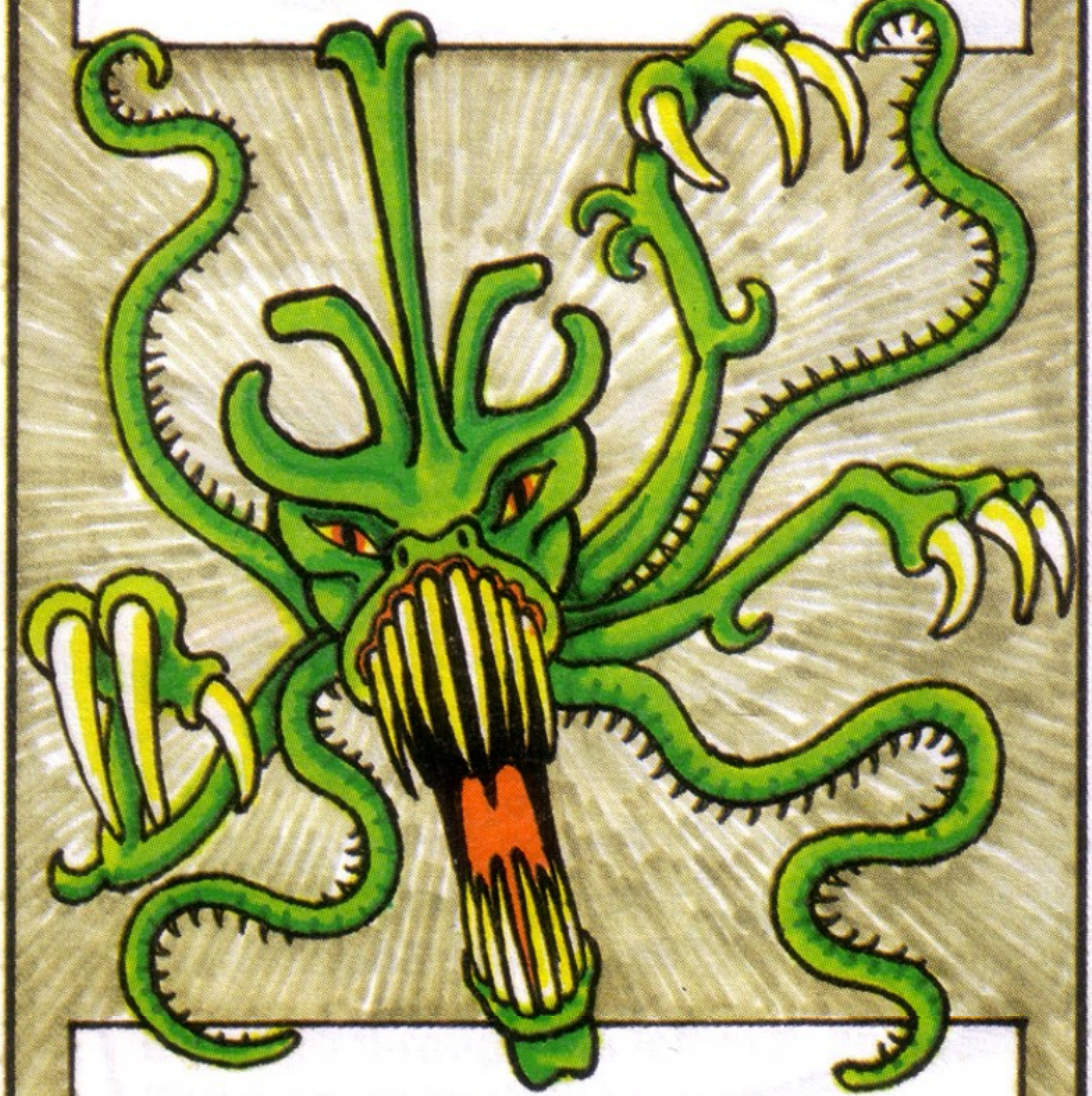
15

"A meteorite hit the ship. The computer was damaged. It has let free all the alien life forms collected. They have killed the crew."

Go to 2.

16

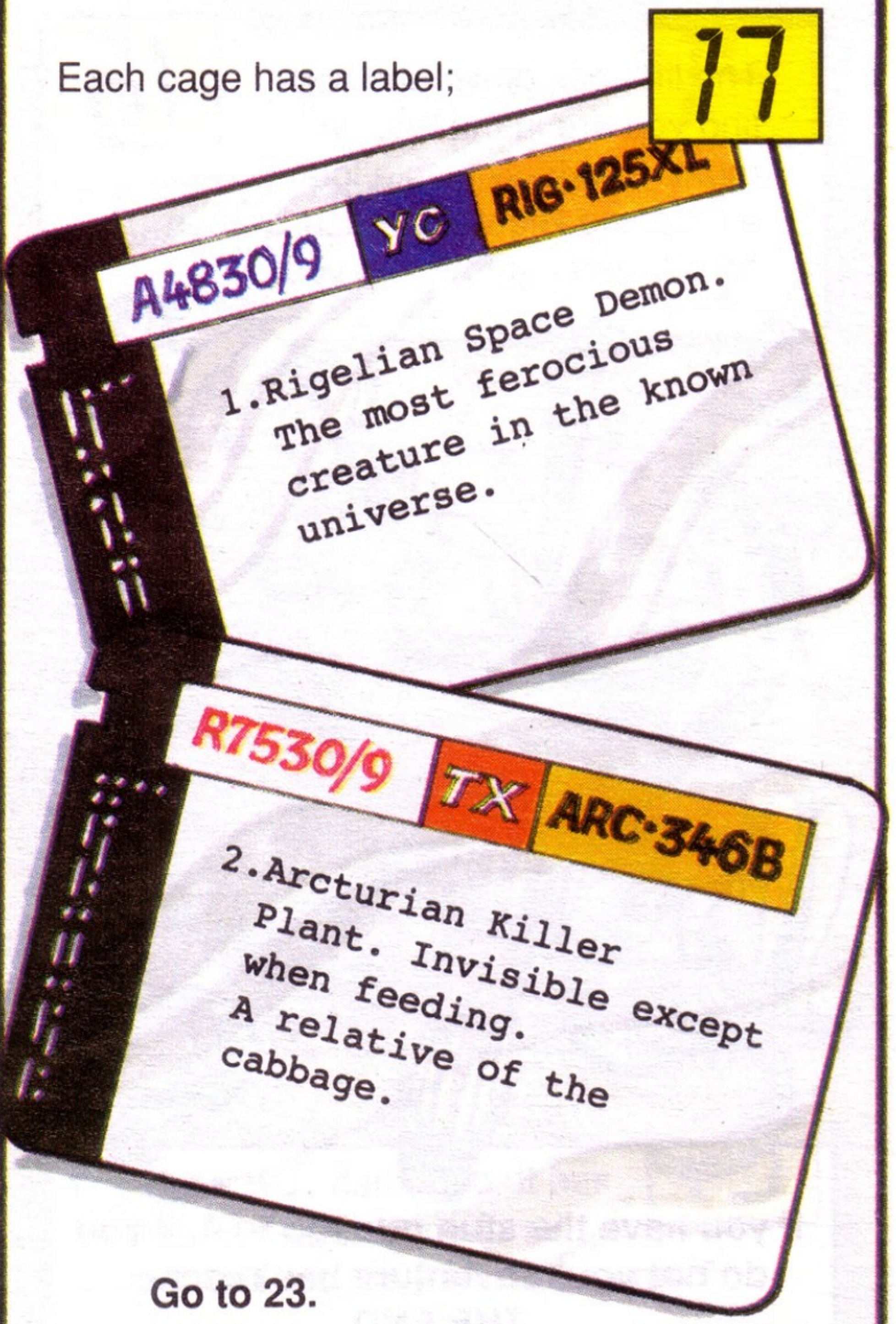
The lift goes down and you find you are in the engine room. Suddenly with a loud screech a ravening Rigelian Space Demon comes rushing towards you!



If you have the stun gun, go to 4. If you do not your adventure has reached

THE END

Each cage has a label;

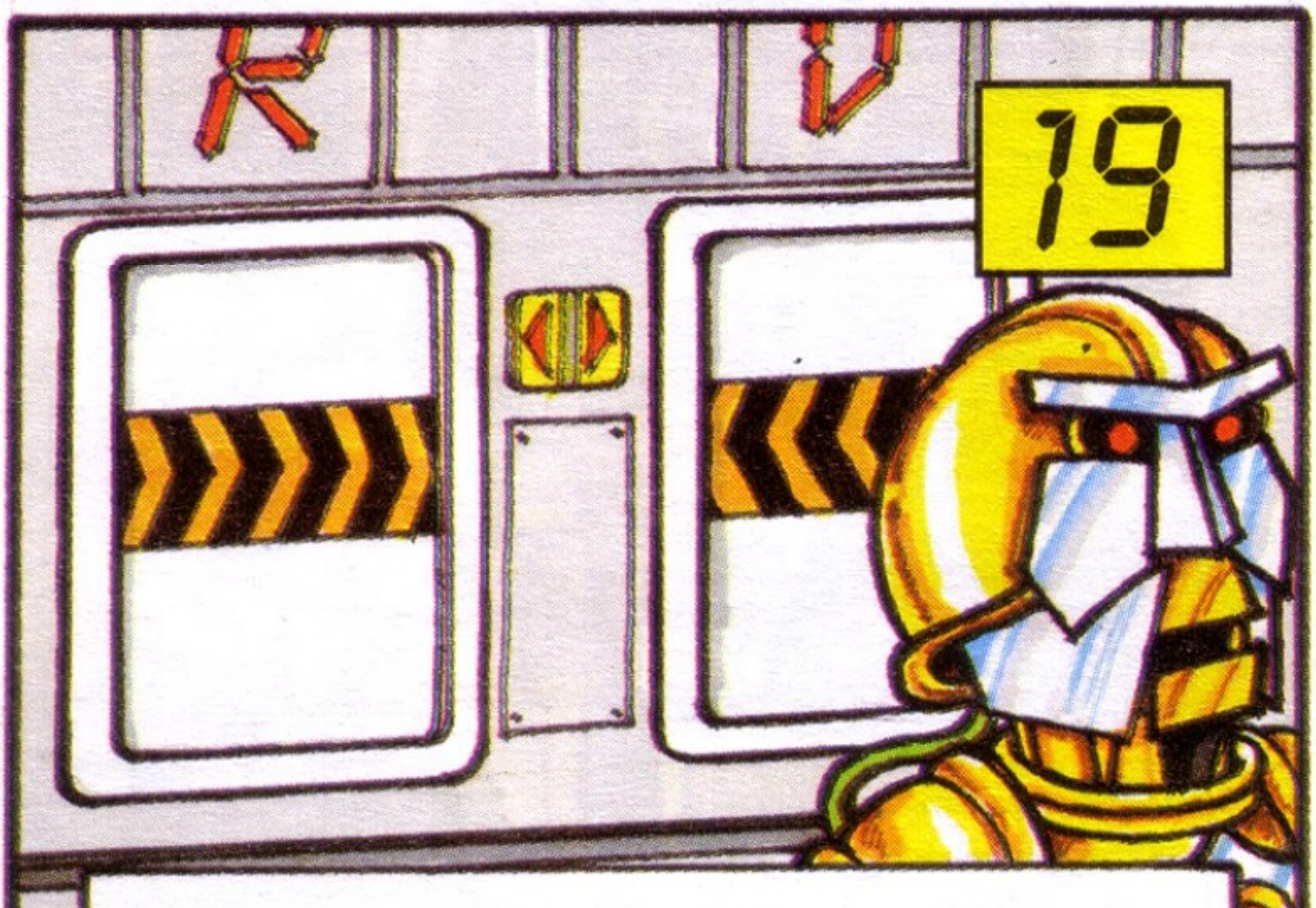


Go to 23.

The airlock door closes and the airlock fills with air. Your suit instruments inform you that it is breathable.

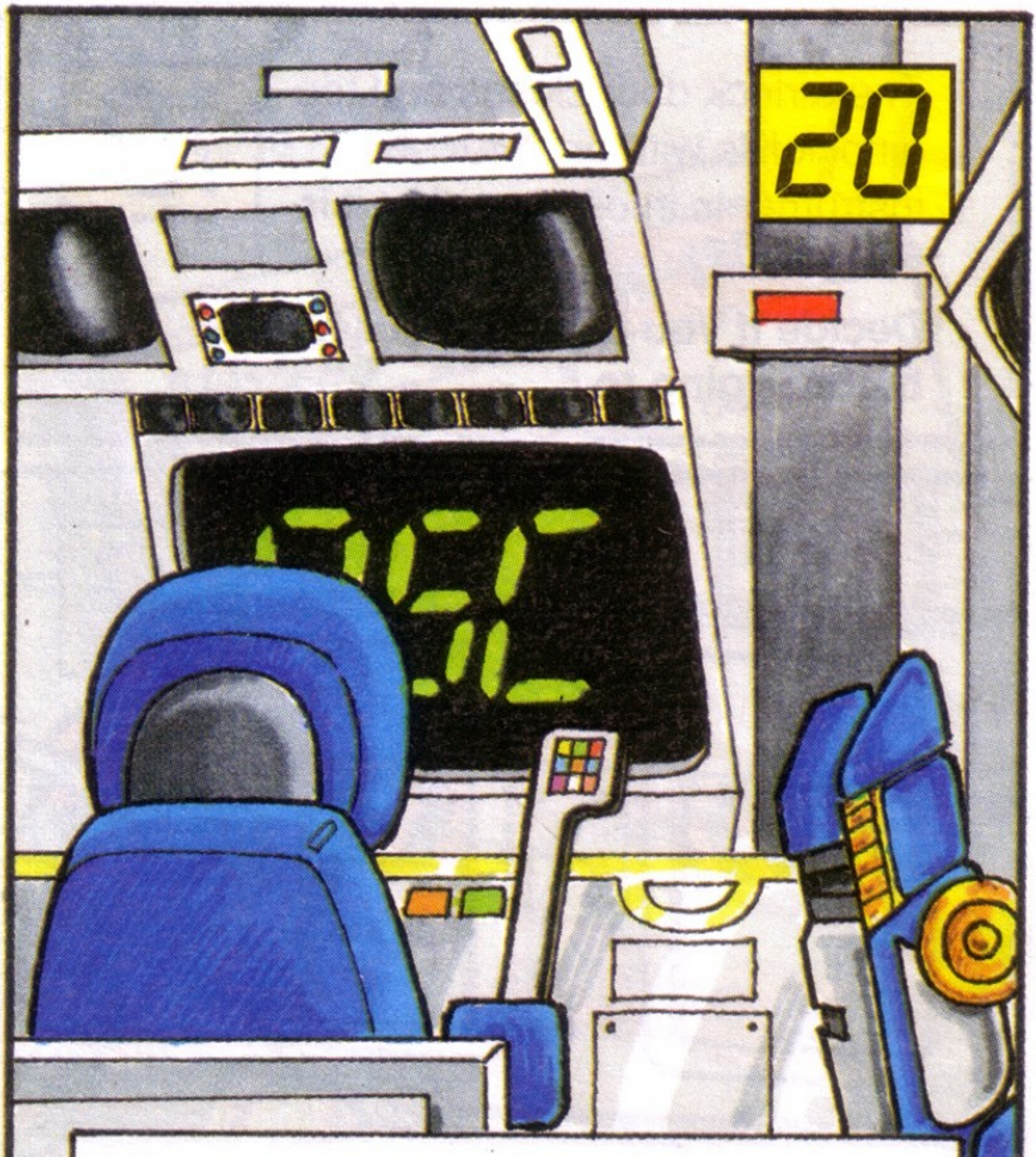
18

Decide if you take off your helmet before going to 5.



"The computer's polarity has been reversed by the meteorite and it does everything backwards, so take care."

If you go through the left exit, go to 3.
If you go through the right exit, go to 25.



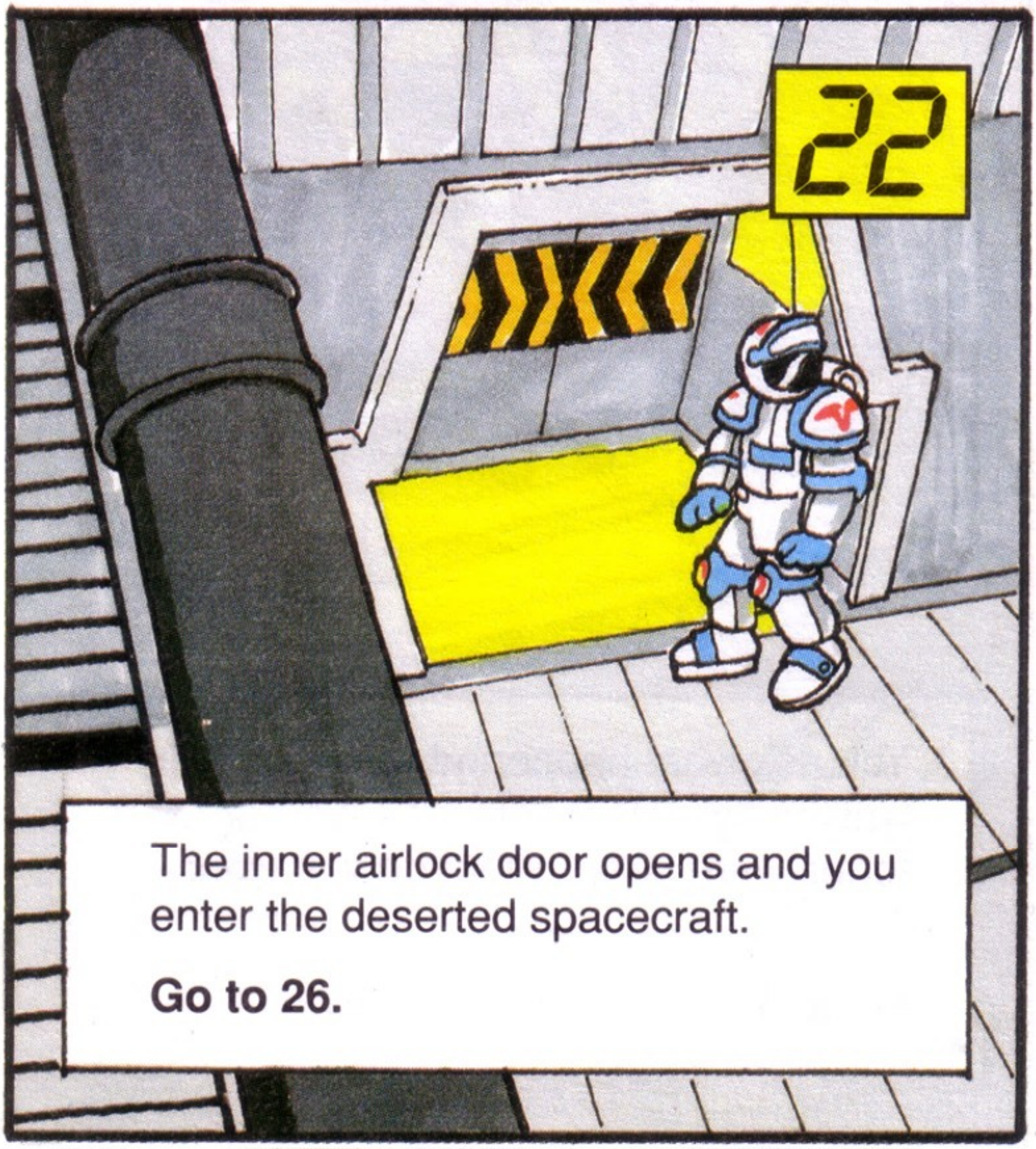
You find yourself in the control room. "Welcome to the bridge of research ship XZ-327D," says the computer. "Can I help you?"

If you say no thank you and look around, go to 33.
If you ask for the crystals, go to 30.

There is a room on your left with an open door. As you pass you hear a noise coming from inside the room.

21

If you look into the room, go to 6.
If you carry on past the open doorway, go to 28.



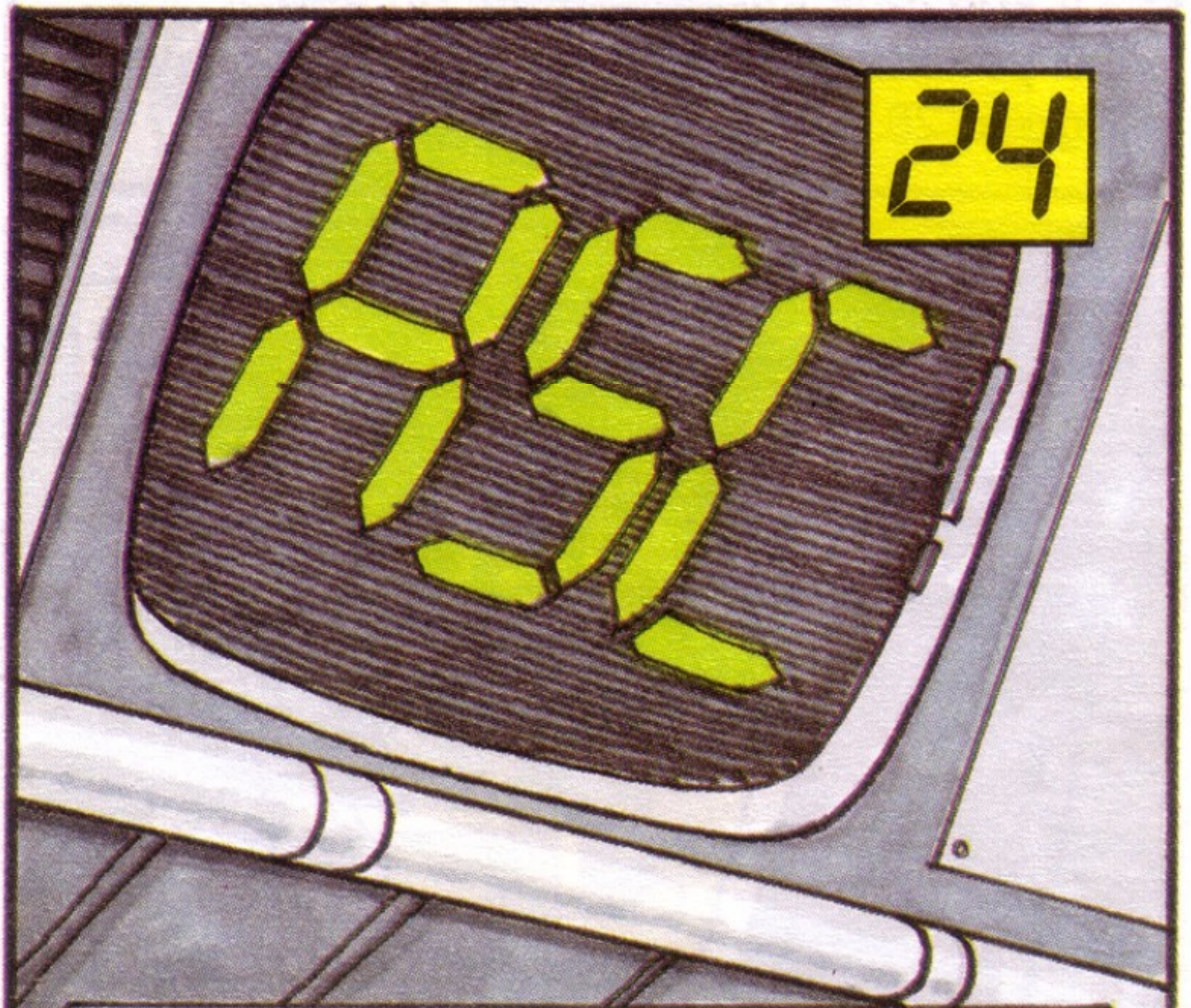
The inner airlock door opens and you enter the deserted spacecraft.

Go to 26.

You head back up the corridor toward the control room.

23

Go to 21.

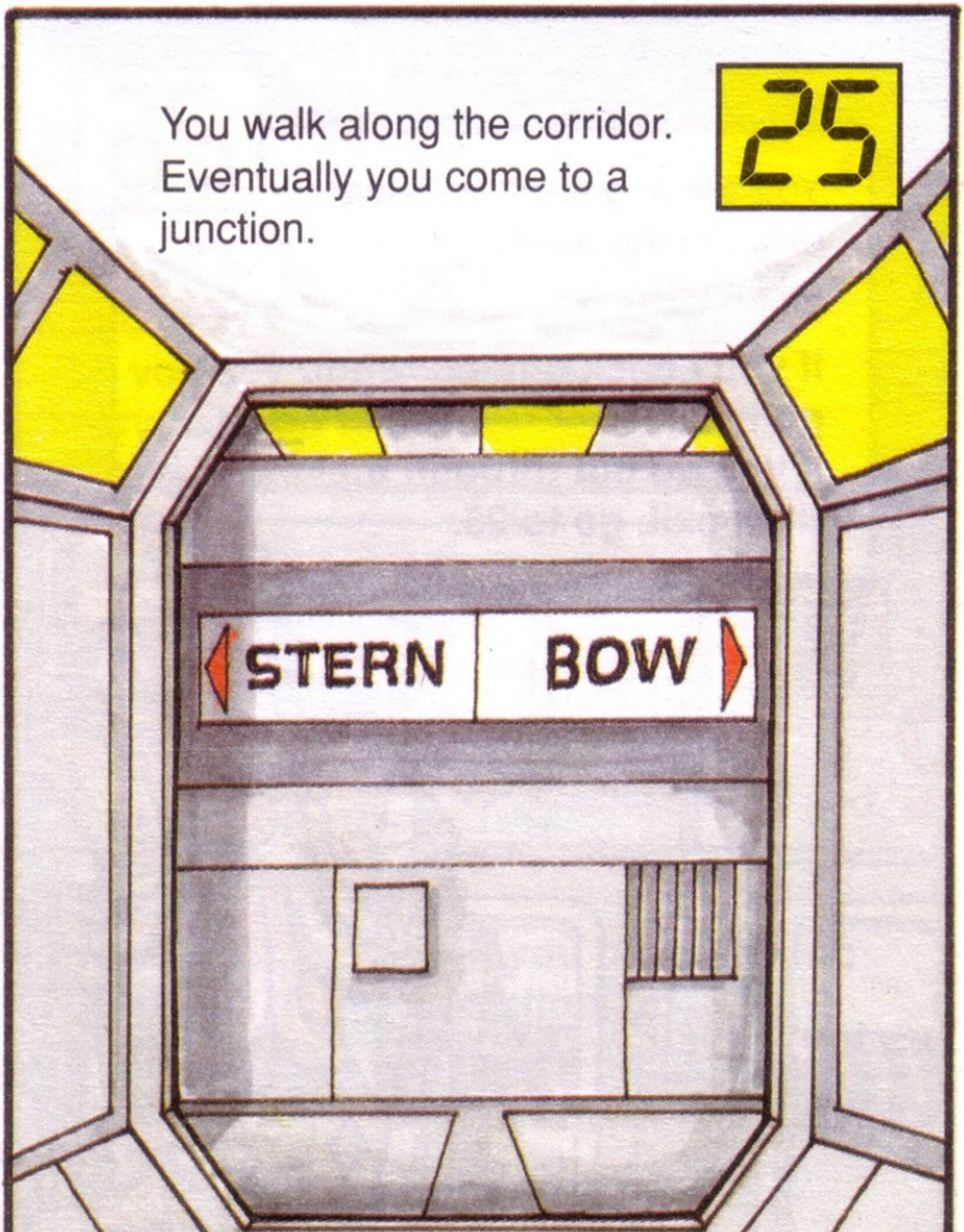


You ask what happened to the ship."It was hit by a meteorite," it says, "all life forms were killed. What do you want here?"

Go to 9.

25

You walk along the corridor. Eventually you come to a junction.

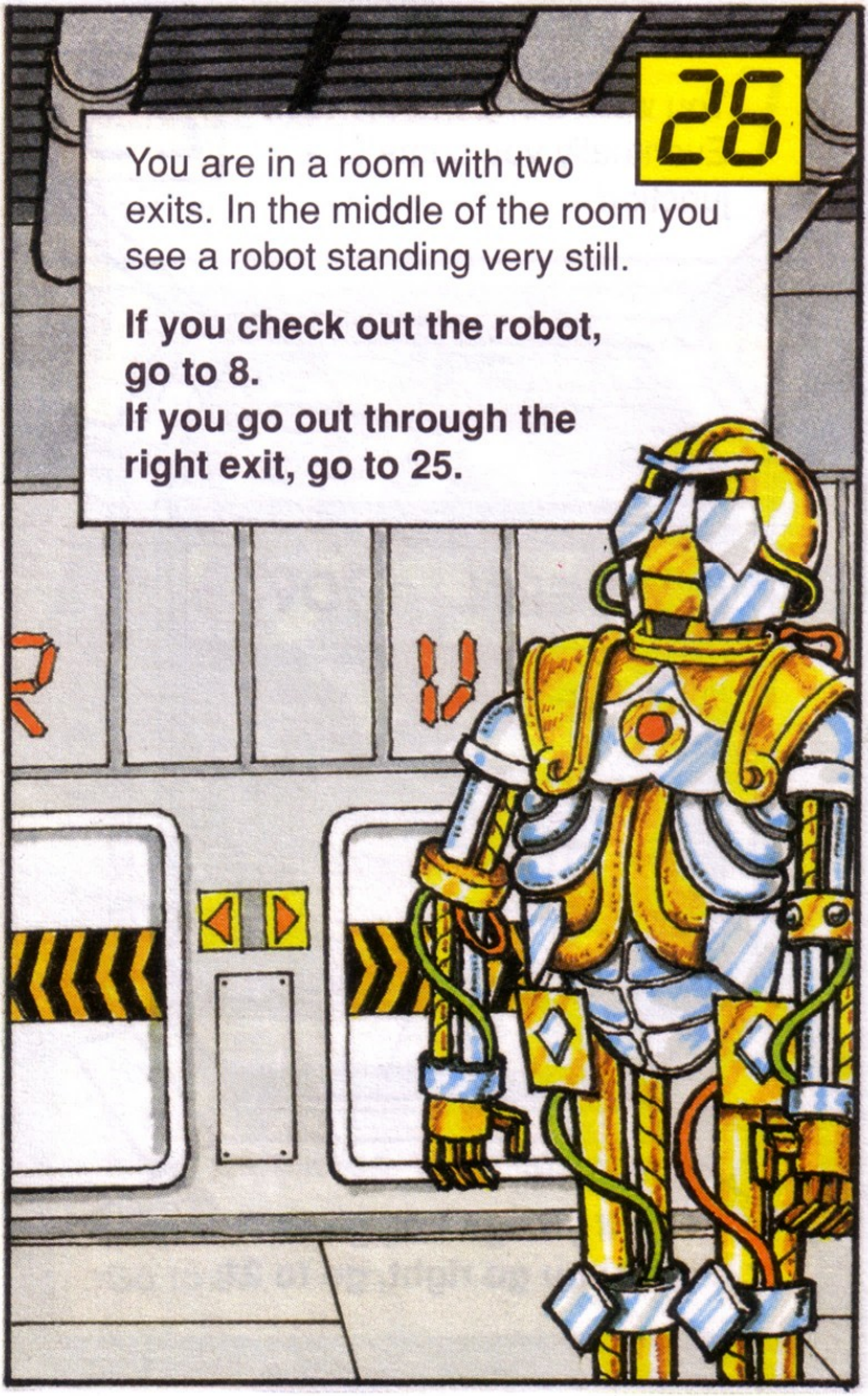


If you go left, go to 7.
If you go right, go to 21.

26

You are in a room with two exits. In the middle of the room you see a robot standing very still.

If you check out the robot, go to 8.
If you go out through the right exit, go to 25.

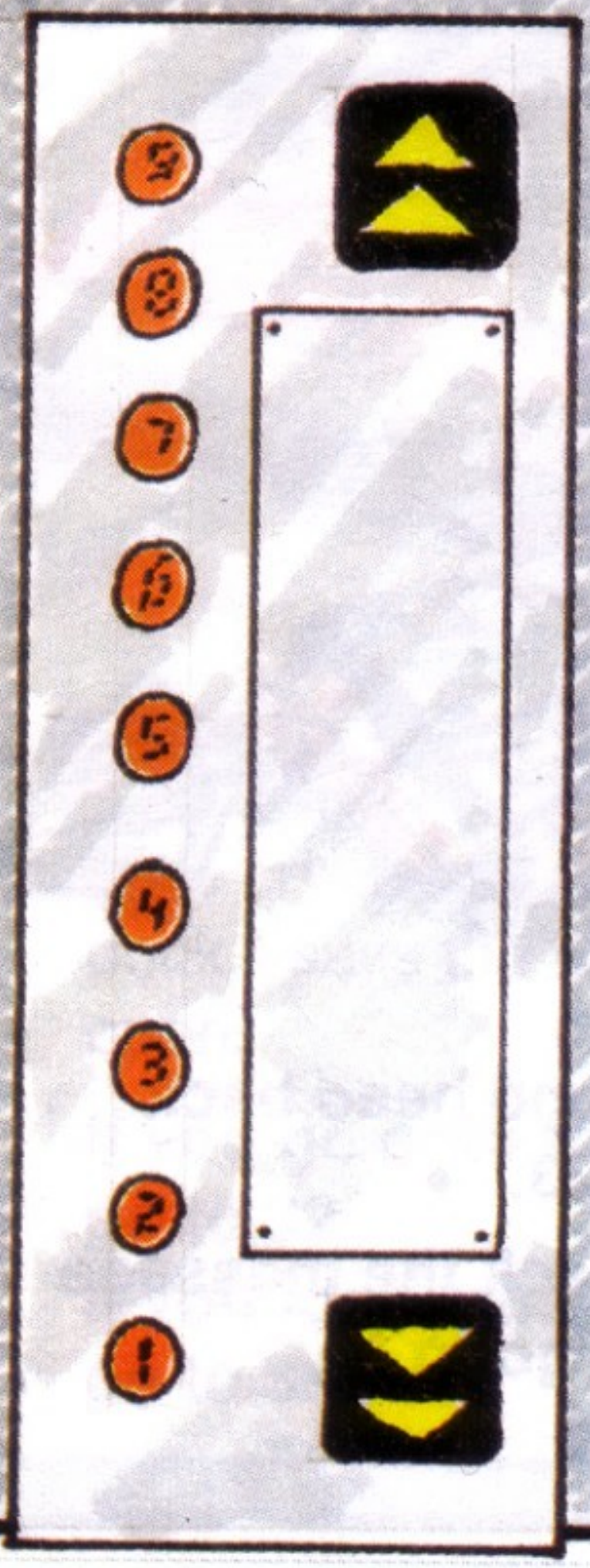


The door does not open. "The crystals are on the observation deck," repeats the computer.

27

If you go onto the observation deck, go to 32.
If you say you do not want the crystals, go to 34.

28



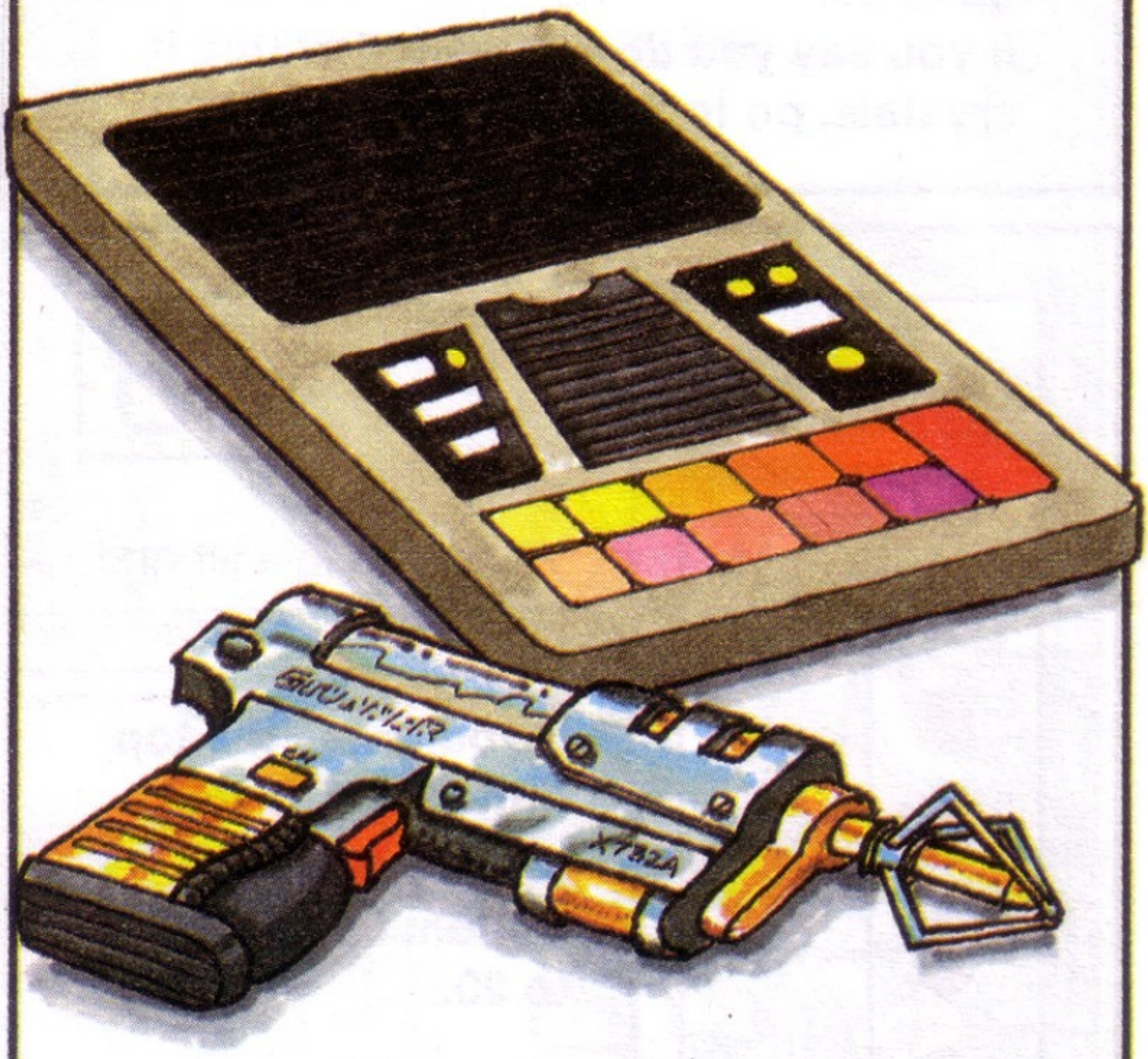
You come to a lift and you get in.

If you press the top button, go to 16.

If you press the bottom button, go to 20.

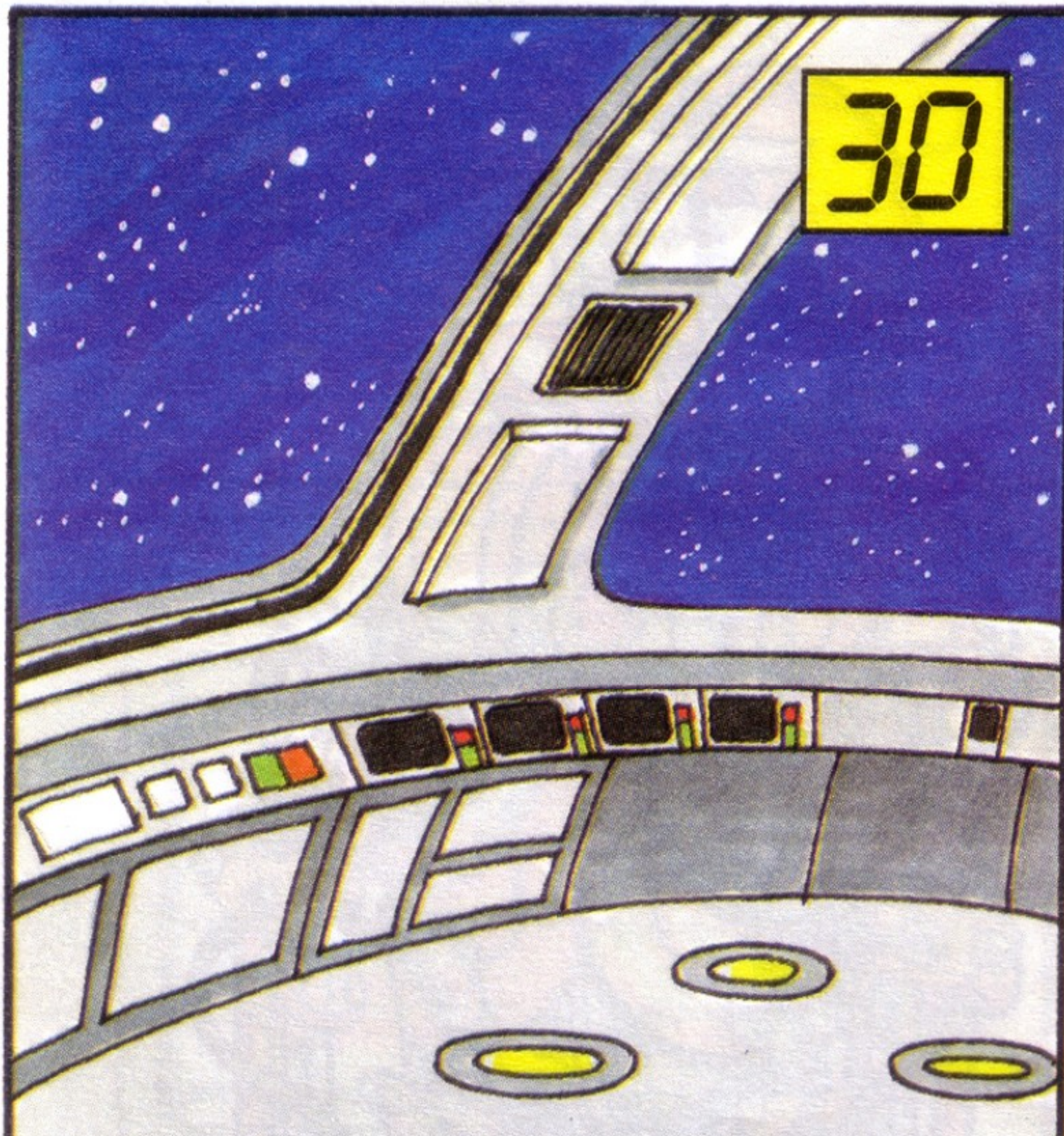
29

On a table you see a message viewer and a stun gun. Decide if you want to pick up the stun gun. Then;



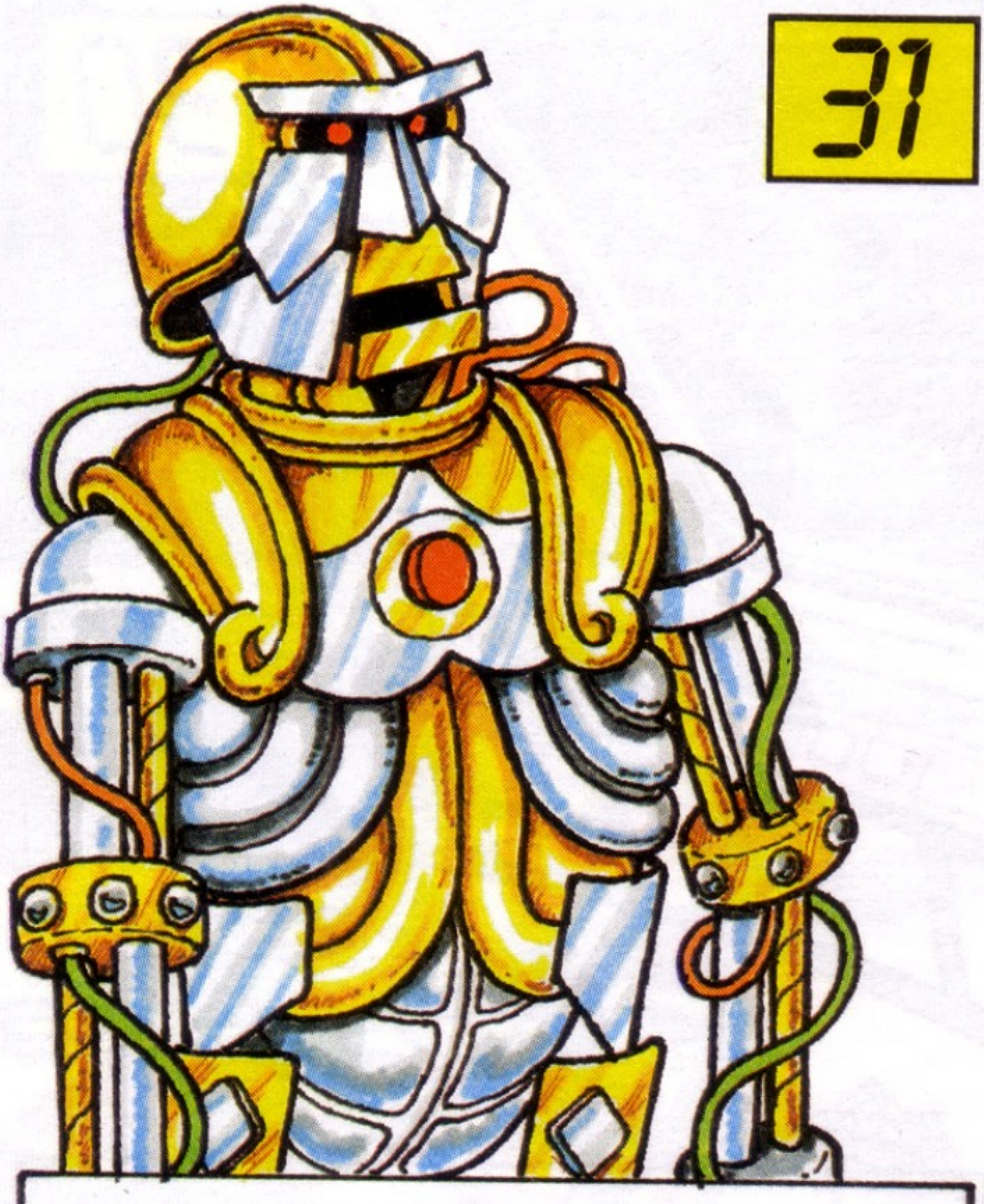
If you leave the room and head back up the corridor, go to 23.

If you decide to play back the message viewer before leaving, go to 12.



"The crystals are on the observation deck." says the computer. A door slides open.

If you go onto the observation deck, go to 32.
If you look around the control room, go to 33.



The robot comes to life.
"What is your command?" it drones.

If you ask what happened to the ship, go to 15.
If you ask where the survey samples are kept, go to 10.

32

The door closes behind you. The crystals are not here - you have been trapped! "Enjoy the view," says the computer, then it switches off.

THE END

33

You find a closed storage unit which you cannot open. "Do you wish me to open it?" asks the computer.

If you say yes, go to 27.
If you say no, go to 34.

34

The storage unit opens and there are the crystals. You have succeeded in your mission to save the world.

THE END

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